

Grade 1 *Everyday Mathematics* Grade-Level Goals

<b>Content Strand: Number and Numeration</b>		
<b>Grade-Level Goals</b>	<b>Content Thread</b>	<b>Program Goal</b>
Goal 1 Count on by 1s, 2s, 5s, and 10s past 100 and back by 1s from any number less than 100 with and without number grids, number lines, and calculators.	<i>Rote counting</i>	Understand the Meanings, Uses, and Representations of Numbers
Goal 2 Count collections of objects accurately and reliably; estimate the number of objects in a collection.	<i>Rational counting</i>	
Goal 3 Read, write, and model with manipulatives whole numbers up to 1,000; identify places in such numbers and the values of the digits in those places.	<i>Place value and notation</i>	
Goal 4 Use manipulatives and drawings to model halves, thirds, and fourths as equal parts of a region or a collection; describe the model.	<i>Meanings and uses of fractions</i>	
Goal 5 Use manipulatives to identify and model odd and even numbers.	<i>Number theory</i>	
Goal 6 Use manipulatives, drawings, tally marks, and numerical expressions involving addition and subtraction of 1- or 2-digit numbers to give equivalent names for whole numbers up to 100.	<i>Equivalent names for whole numbers</i>	Understand Equivalent Names for Numbers
Goal 7 Compare and order whole numbers up to 1,000.	<i>Comparing and ordering numbers</i>	Understand Common Numerical Relations

Grade 1 *Everyday Mathematics* Grade-Level Goals

<b>Content Strand: Operations and Computation</b>		
<b>Grade-Level Goals</b>	<b>Content Thread</b>	<b>Program Goal</b>
Goal 1 Demonstrate proficiency with $\pm 0$ , $\pm 1$ , doubles, and sum-equals-ten addition and subtraction facts such as $6 + 4 = 10$ and $10 - 7 = 3$ .	<i>Addition and subtraction facts</i>	Computes Accurately
Goal 2 Use manipulatives, number grids, tally marks, mental arithmetic, and calculators to solve problems involving the addition and subtraction of 1-digit whole numbers with 1- or 2-digit whole numbers; calculate and compare the values of combinations and coins.	<i>Addition and subtraction procedures</i>	
Goal 3 Estimate reasonableness of answers to basic fact problems (e.g., Will $7 + 8$ be more or less than 10?).	<i>Computational estimation</i>	Make Reasonable Estimates
Goal 4 Identify change to more, change-to-less, comparison, and parts-and-total situations.	<i>Models for the operations</i>	Understand Meanings of Operations

<b>Content Strand: Data and Chance</b>		
<b>Grade-Level Goals</b>	<b>Content Thread</b>	<b>Program Goal</b>
Goal 1 Collect and organize data to create tally charts, tables, bar graphs, and line plots.	<i>Data collection and representation</i>	Select and Create Appropriate Graphical Representations of Collected or Given Data
Goal 2 Use graphs to answer simple questions and draw conclusions; find the maximum and minimum of a data set.	<i>Data analysis</i>	Analyze and Interpret Data
Goal 3 Describe events using <i>certain</i> , <i>likely</i> , <i>unlikely</i> , <i>impossible</i> and other basic probability terms.	<i>Qualitative probability</i>	Understand and Apply Basic Concepts of Probability

Grade 1 *Everyday Mathematics* Grade-Level Goals

<b>Content Strand: Measurement and Reference Frames</b>		
<b>Grade-Level Goals</b>	<b>Content Thread</b>	<b>Program Goal</b>
Goal 1 Use nonstandard tools and techniques to estimate and compare weight and length; measure length with standard measuring tools.	<i>Length, weight, and angles</i>	Understand the Systems and Processes of Measurement; Use Appropriate Techniques, Tools, Units, and Formulas in Making Measurements
Goal 2 Know and compare the value of pennies, nickels, dimes, quarters, and dollar bills; make exchanges between coins.	<i>Money</i>	
Goal 3 Identify a thermometer as a tool for measuring temperature; read temperatures on Fahrenheit and Celsius thermometers to the nearest 10°.	<i>Temperature</i>	Use and Understand Reference Frames
Goal 4 Use a calendar to identify days, weeks, months, and dates; tell and show time to the nearest half and quarter hour on an analog clock.	<i>Time</i>	

Grade 1 *Everyday Mathematics* Grade-Level Goals

<b>Content Strand: Geometry</b>		
<b>Grade-Level Goals</b>	<b>Content Thread</b>	<b>Program Goal</b>
Goal 1 Identify and describe plan and solid figures including circles, triangles, squares, rectangles, spheres, cylinders, rectangular prisms, pyramids, cones, and cubes.	<i>Plane and solid figures</i>	Investigate Characteristics and Properties of Two- and Three-Dimensional Geometric Shapes
Goal 2 Identify shapes having lines symmetry; complete line-symmetric shapes or designs.	<i>Transformations and symmetry</i>	Apply Transformations and Symmetry in Geometric Situations

<b>Content Strand: Patterns, Functions, and Algebra</b>		
<b>Grade-Level Goals</b>	<b>Content Thread</b>	<b>Program Goal</b>
Goal 1 Extend, describe, and create numeric, visual, and concrete patterns; solve problems involving function machines, “What’s My Rule?” tables, and Frames-and-Arrows diagrams.	<i>Patterns and functions</i>	Understand Patterns and Functions
Goal 2 Read, write, and explain expressions and number sentences using the symbols +, −, and = and the symbols > and < with cues; solve equations involving addition and subtraction.	<i>Algebraic notation and solving number sentences</i>	Use Algebraic Notation to Represent and Analyze Situations and Structures
Goal 3 Apply the Commutative Property of Addition and the Additive Identity to basic addition fact problems.	<i>Properties of the arithmetic operations</i>	